SNS-JG-USA

EXPLORER

NINTENDO POWER

HANDBOOK

SUPER NINTENDO
ENTERTAINMENT SYSTEM®

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Thank you for selecting the Super Nintendo Entertainment System® ILLUSION of GAIA™★ game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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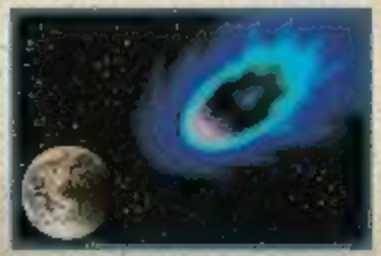
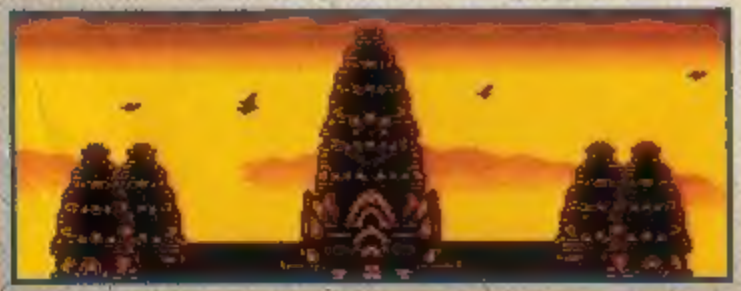
THE COMET OF AGES

In a civilization so ancient that nothing of it remains today, the first great flowering of human knowledge produced remarkable breakthroughs in the sciences of biology and genetics. These nameless ancients used their knowledge to create new forms of plants and animals that would make life better on earth. Inevitably, some people twisted the science and molded violent beasts of war with hideous intelligence. The monsters terrorized the people and the civilization began to crumble. In the end, two forces fought over the earth, the Knights of Light and Darkness. The ultimate weapon used in that war was a comet that blazed with radiation and a strange light. The coming of the comet destroyed that race and mutated many people and animals into evil forms, which then hid in the deepest recesses of the world. In the ages that followed, from the time of the Egyptians and Babylonians to the Incas, the comet continued to return every 800 years. And with the return of this Chaos Comet came times of darkness, destruction and disease. Fragmented legends of the comet's effects and clues about its origin were passed down to the civilizations that followed. But as those nations rose then fell and time turned their works to dust, only a few treasures remained hidden in the most ancient ruins of the world.



Our story begins in the age of exploration, a time of great discoveries when brave explorers drew back the dark shrouds of fable and shed light on the ancient wonders. In that time, a party of adventurers from the seaside town of South Cape set off to unlock one of the greatest of mysteries--the legendary Tower of Babel. Olman, the leader, led his fellow townsmen and even his son, Will, into the tower. But then something happened and the expedition was lost without a trace...except for one. Unfortunately, young Will couldn't remember what had happened, how he had been saved, or even how he had managed to return home after his ordeal. Even stranger was the fact that Will now possessed the power to move objects through thought alone.



The Illusion of Gaia follows Will and his companions as they seek the answers to the lost expedition. As they begin their journey, they don't suspect that it will eventually lead them around the globe or that the fate of the planet lies in their inexperienced hands. They'll have to learn and grow and mold their characters into the stuff of heroes as they face the monsters created by the comet in past ages. Not all of the friends complete the journey. Some may turn aside to discover new destinies. And along the way, help may arrive from unexpected quarters--from Gaia, the spirit of the earth, and Freedan, a powerful knight, and from the mysterious Shadow. But Will must go the entire distance, fighting every battle and returning to the Tower of Babel where he must attempt to end the plague of the comet and to find out what happened to his father. And where Will goes, you go as well.

THE COMPANIONS

WILL

Will enjoys spending time with his friends, but he also likes to explore with his father. He has yet to understand the importance of his unique abilities.

KARA

Kara, Princess of Edward Kingdom, has led a sheltered life. She is stubborn, and insists upon doing whatever she wants. Kara sometimes causes trouble with her spoiled ways, but she can actually be helpful in some situations.

LILLY

Lilly is from Itory Village. She has special knowledge and can turn into a dandelion. Your grandmother has asked Lilly to help you in your quest.

LANCE

Lance's father was also lost in the Tower of Babel. Now Lance is determined to find him. You and Lance are good friends and work well together.

SETH

Shy and skinny, Seth is not very active, but he is very intelligent. He hangs out in the secret cave, playing games all day with his friends.

ERIK

Erik is a few years younger than the others, but he wants to help. Unfortunately, his youth may cause problems. He is the son of the richest man in town.

BEGINNING THE SEARCH

When the Title Screen appears, you will see the opening story explaining the game. Push **Start** to bypass this. You will then be able to choose from four options:

1 Start Journey
2 Erase Trip Diary
3 Copy Trip Diary
4 Change Snd/Buttons

1. START JOURNEY

Once you select this option, you'll be asked Which Diary? If playing for the first time, a Diary begins at the start. Each recorded journey starts where it was last saved.

Continue

To return to an earlier game, move the cursor to the Diary and push A. See Page 20 to learn how to save the game.

2. ERASE TRIP DIARY

Select this option when you want to erase a trip Diary. You cannot retrieve an erased Diary.

Choose the Diary and push the **A** Button to erase it.

3. COPY TRIP DIARY

You can copy your Diary to an empty slot. You cannot copy over a saved Diary, so you must erase one if you have no empty spaces.

4. CHANGE SND/BUTTONS

Use this to change the button functions or to switch from mono to stereo. Make your selection and push **A**. To exit, select **End Changes** and push **A**, or push **B**.

THE CONTROLLER

TYPE 1 SETTING

Below are descriptions of the Controller Buttons as they function in the Type 1 setting. You can change to Type 2 in the Change Snd/Buttons Screen, but new games start with Type 1.

Control Pad

Press the Control Pad to move in any of eight directions.

A Button

Press A to attack an enemy or to talk. Push A again to keep talking.

Select Button

Push Select to go into the Item Window and again to exit.

B Button

Once you have selected an item from the Item Window, push B to use it.

Start Button

To begin the game or to pause during play, push the Start Button.

L/R Button

To use the flute for defense or to move objects, push L or R.

▶ The X and Y Buttons are not used in the Type 1 setting.

WILL'S TALENTS

You have telekinetic skills. You are also a great jumper and a skilled fighter. At times, you can transform into two types of warriors.

Attack

When you are ready to attack monsters, move in close, then press the A Button.

Jump Attack

After pushing A, press the Control Pad toward the monster. You will strike with more power.

Defense

Turn to face the attacking enemy. Push L or R and you will twirl your flute in defense.

Run

Push the Control Pad twice in the direction you want to run, and hold it the second time.

To Jump

At an opening in a wall or roof, move to the edge and push down on the **Control Pad**.

Running Jump

When you find a ramp, climb the nearby hill and run down. Release the **Control Pad** when you hit the ramp.

Telekinesis

You can use your telekinesis to move objects when you push and hold **L** or **R**. You must be facing the object to be moved.

Conversation

The people you meet will usually tell you something. To talk, push **A** when you are near someone.

Search

Touch a barrel or jar and push **A** to find out if any items are hidden inside. If no information appears, nothing is there.

GAME SCREENS

MAIN SCREEN

This screen shows your surroundings, and scrolls with you as you move. You cannot walk through walls or objects. Keep an eye on the meters at the top of the screen. They show how many Lives and Renews you have left. When you talk to people, a conversation window appears on the Main Screen.

A. Life Meter

The blue circles in the upper left corner of the screen are your Life Meter. When they are gone, you return to the beginning of that stage.

B. Dark Gems

This shows how many Dark Gems you have. Gather 100 to get an extra Renew, then start collecting again.

C. Renew

If you are defeated, but have one or more Renew, you will go to the entrance of the room where you lost your life. Proceed carefully!

D. Enemy's Life Meter

An enemy's Life Meter appears only when you fight him. To defeat him, you must battle until all of the red circles on his meter are gone.

E. Will

When necessary, you can turn yourself into other powerful warriors, see Pages 22-23.

F. Enemy

You will obtain Dark Gems by defeating monsters, so don't leave any foes behind.

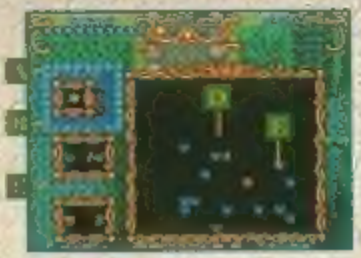
G. People

You should talk to everyone you meet. Some people you should approach more than once—their words may change after a while.

MAP SCREEN

As you leave a town, ruin or dungeon, the Map Screen appears and asks: Where are you going? Select a destination from the list and push A. To cancel your choice, push B or choose Quit on the list.

RADAR SCREEN



In dungeons or ruins, push Start to see the Radar Screen. It will show you where your enemies are in that area. Monsters are indicated with blue marks, including those that are hiding.

A. Force Indicator

This symbol appears on the Radar Screen if monsters are holding a heart, shield, or sword Power Jewel. If you do not see a symbol, there is no Power Jewel.

B. Number of Enemies

Look here on the Radar Screen to see how many enemies are surrounding you.

C. Number of Items

This tells you how many items you should be searching for in chests, jars and barrels.

D. Position

Your position is shown on the Radar Screen.

E. Enemies' Positions

Use the Radar Screen to see where your foes are lurking, then plan your attack pattern.

ITEM SCREEN

Push **Select** to enter the Item Screen. Your items will then appear, along with a list of options for manipulating the items.

A. Items

Choose this to equip an item. Before you can use an item on the Main Screen, you must equip it.

B. Order

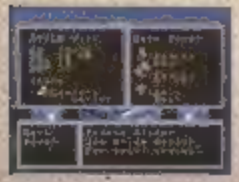
Arrange items by selecting the item you want to reposition, then moving the hand icon to the new location.

C. Remove

Use this to discard. The game will prevent you from discarding an item you need.

D. Cond. (Condition)

You can get three types of information with this option. First, you can study your Power Jewels status. Second, you can find out which item you have equipped. Third, you can see what Dark Powers you have gained.



BUILDING UP

As you defeat enemies, Power Jewels will appear. Collecting them will boost your strength and abilities. Check the Radar Screen often to make sure you get all the monsters.

A. HP - Hit Points

Heart Power Jewels increase your Life Meter. Recover low HP with Herbs or go to the Dark Space.

B. DP - Extra Renews

Collect 100 Dark Gems to get one additional Renew. They usually appear after you defeat monsters.

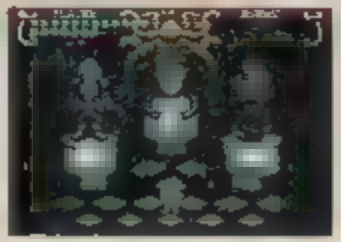
C. STR - Strength

Power Jewels shaped like swords will increase your attack power as you collect them.

D. DEF - Defense

Shield-shaped Power Jewels improve your defense ability so that you suffer less damage from attacks.

DARK SPACE



The entrance to the Dark Space appears as a glowing ball When you approach, it turns into a gateway In the Dark Space, you can save your progress Gaia will heal you if you are injured and she will give you Dark Powers when you have earned them Only in the Dark Space can you transform into Freedan or Shadow Go back through the door to return to the Main Screen

A. Gaia

Gaia the guardian spirit of Earth, is your protector When you stand before her, she will talk to you Gaia will restore your HP then ask if you want to save Select an answer and push the A Button

B. Freedan

Move in front of the left statue to transform into Freedan, the Dark Knight

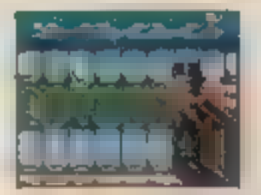
C. Shadow

When you stand before the right statue, you become Shadow the Ultimate Warrior

DARK POWER

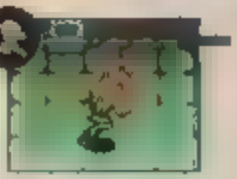
As Will, Freedan, or Shadow, you will earn Dark Powers, which are wondrous skills Gaia gives you these Dark Powers when you are in the Dark Space

Will



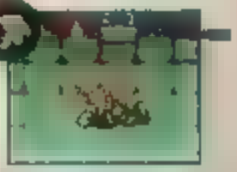
You are better at moving or jumping over obstacles than you are at fighting monsters When facing many barriers in a ruin or dungeon, use your Dark Powers

Psycho Dash



Press and hold the A Button until you begin flashing. Release it, and you can smash obstacles

Psycho Slide



To slide through a narrow opening or to attack foes, press the A Button while running

Spin Dash

Hold the A Button When flashing, push L and R repeatedly Climb steep hills with this move

Transform into Freedan when faced with many enemies Freedan's long sword allows him to reach things you can't as Will Freedan can also use Dark Powers that Will cannot

Dark Friar

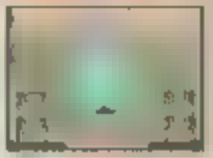
Shoot from the sword with this move Push and hold the A Button until Freedan flashes Release to fire at enemies

Aura Barrier

Create a protective barrier by holding the A Button until Freedan is flashing, then push L and R repeatedly

Earth Quaker

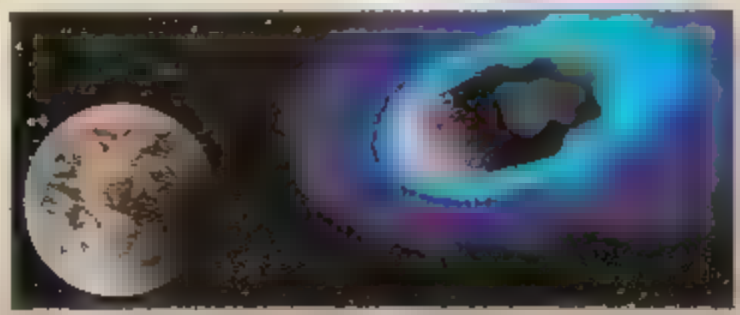
Press the A Button when jumping down When Freedan lands, an earthquake will briefly freeze all enemies



In the Pyramid, Gaia will at last present you with the power of transforming into Shadow Once you are Shadow, push the A Button to fire a crescent-shaped beam at your enemies

Liquify

With the Aura Sphere, given to you by Gaia, Shadow can change into a liquid. In this state, he is not harmed by enemy attacks To transform equip the Sphere then push B to use it In liquid form Shadow can sink through some floors to other areas

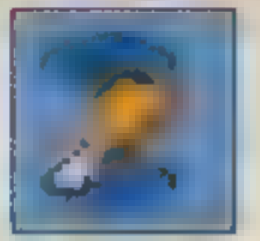


ITEMS

RED JEWEL

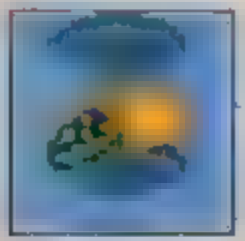
Will can collect up to 50 red jewels in the game. Return them to Gem the Jeweler for items and Power-Ups. Collect all 50 of each accent and jewels are found in jars, chests, behind pillars—everywhere!

ROAST



Will must find and make use of many items throughout the game, some of which can only be used once like the Roast. Although you find the Roast in Edward's Castle, you won't eat it until later.

HERBS



You can find Herbs along your path in both story areas and fighting areas. One bag of Herbs will replenish some of your lost HP. Since the number of Herbs is limited, use them sparingly.

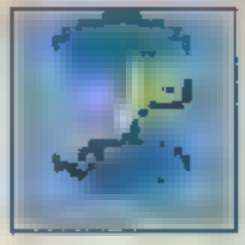
PUZZLE PIECES

Will must solve puzzles of many types throughout the game. In this example, you'll find a Diamond-Shaped Hole, then you'll find a Diamond-Shaped Block. Put them together to open a new passage.

WIND MELODY

Several melodies can be learned on your journey. Pick up the Wind Melody on the Cara Cliffs in the Incan Ruins. If Will blows a melody on his flute in the right place, something good may happen.

KEYS



Many doors throughout the game are locked. Will must find the proper keys and use them to open the doors. If a door requires a key and you don't have it, a message will tell you so.

DARK GEMS

When you defeat an enemy, a Dark Gem appears in its place. Collect all the Dark Gems to earn Renews. Renews allow Will to start over in the same area if he loses a life.

MYSTIC STATUES

You'll have to find and win six Mystic Statues in the game. Sometimes you'll be given a Statue without having to defeat a guardian character, but be patient. The fight will be just ahead!

TRAVEL TIPS

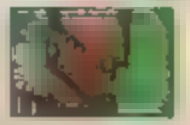
For a successful journey there are a number of things you must remember to do If you take these actions, you are sure to triumph, eventually

[illegible]

Begin conversations with everyone You may not be allowed to leave town if you have not spoken with enough people

[illegible]

Do not leave any enemies behind You cannot progress further in ruins or dungeons until all monsters are defeated



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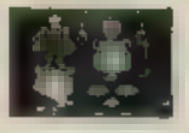
Be sure to use Will's abilities wisely, as well as Freedan's and Shadow's Certain situations demand special talents.



[illegible]

You will often need to be very patient At times, you must wait for the puzzle to be solved or for equipment to start working.

THE EXPLORER'S GUIDE

WARNING

DON'T TURN THE PAGE UNTIL...

you've read this message The information tips and techniques described in the following pages may reduce the challenge of the Illusion of Gaia The Strategy General recommends that you attempt to solve puzzles and work through areas of the game on your own before turning to these pages for help Once you've turned the page you will lose your innocence!

CAUTION

WALKTHROUGH

The plot or story flows from one location to another in the Illusion of Gaia. Use this chart to find the area of the game where you need specific help, but don't read ahead unless you want to ruin the surprise.

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EDWARD CASTLE PAGE 32
EDWARD PRISON PAGE 34
EDWARD CASTLE PAGE 38
ITORY VILLAGE PAGE 39
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INCAN RUINS PAGE 41
ASTOTH PAGE 45
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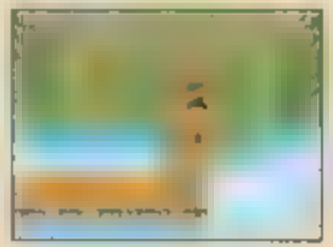
SOUTH CAPE

Will's quest begins in his hometown of South Cape. Here you'll learn about your new powers, plus talk to people for clues to the mystery of the Chaos Comet and other secrets. You'll also collect three Red Jewels. When you're ready to move on, the guard at the town gate will no longer block you.

Companions of the Cave

Will often meets with his school friends in a seaside cave in the south part of town. Erik, Seth and Lance demand a demonstration of Will's mental powers.



Grandma and Grandpa

Since his return from the doomed expedition, Will has lived with his grandparents, Lola and Bill. Listen to their wise words, but don't eat too much of Lola's chow.

GEM THE JEWELER

On the rooftop below the school, Gem the Jeweler waits to collect Red Jewels and dispense gifts from his inventory. Gem appears in other places, too. You can send your Jewels to Gem by selecting them from your inventory.

Inside the bell tower on the school roof is a Red Jewel.

Downstairs in Lance's house is hidden another Red Jewel.

The [illegible] gives a jar with the third Red Jewel inside.

Jewel Trading

As you collect and return more Red Jewels, Gem the Jeweler offers you items and power. If you manage to collect all 50 Jewels, you'll learn Gem's well kept secret and enter a hidden area of the game.

Will's first adventure takes him to King Edward's Castle. Even though you don't have the Crystal Ring, go and talk to everyone. Finally see the King. No matter what you say, he will throw you in prison.

Breakfast for a King

Be sure to talk to everyone and poke your head behind everything as if someone is hiding there. You'll learn some useful and some mysterious facts.

Captive Kara

Something is rotten in Edward's Castle. The queen has hired a professional hunter and tracker and Kara has been forbidden to leave. She needs your help to escape.

Behind the pillar is a hidden voice and a Red Jewel.

Lock Him Up!

Will doesn't have a chance. The King locks him in prison no matter what you say. Talk to every wall and object, then wait for messages. Finally Hamlet will help you escape.

Palace Rumors

The castle is abuzz with rumors of a dark hunter who has been hired for unknown but supposedly evil purposes. Make sure you talk to everyone.

DUNGEON

All prisoners must learn the lesson of patience. Will should talk to everything in sight: the wall, the moss, the ball and chain, the door. Once Hamlet helps him escape, he must fight his way to freedom.

Locked Up

The only way to get out of prison is to wait. He'll drift off to sleep and dream of a message from his father. A Dark Gem appears and Old Man reveals Will's mission.

Saved by Hamlet

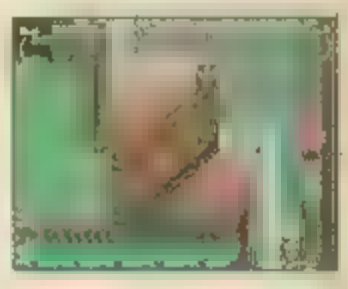
When Hamlet shows up at the prison door, Will notices that a letter and key are tied to the porker's tail. Select the Key from inventory and open the door. To the right is a Dark Space to save the game.

Gem Collecting

Make sure you collect all the Dark Gems that appear after enemies are defeated. Collect 100 of them for an extra life. Use your special power by pushing the Left or Right Button to draw the Gems to you.

Statue Heads

In the early part of the dungeon, Will finds his path blocked by two heavy stone heads. Use your telekinetic power to move one block and open up a pathway between the stones.



Switch Hitting

In Edward's Prison, you can find an Herb in a Treasure Chest by hitting the first Floor Switch with your flute. Switches open and close pathways and doors of many types.

The Stuck Switch

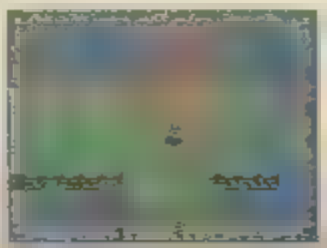
The second Floor Switch is rusted shut. Jump on it from above to find the Red Jewel. Then talk to the spirit in the corner. You'll learn about the Dark Gems and how to gain an extra life with 100 of them.

The Flower Room

Defeat the bats to reach the hall with the flower. Select Lola's melody and play it. You'll receive a message. Hit the right Switch when the numeral 3 appears.

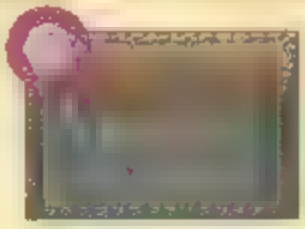
Too Short

The Switch beyond the stone wall can't be hit by Will's short flute. Proceed to the pier, destroy the serpents, and enter the new Dark Space where you can gain a new power.



Transform Into Freedan

Freedan, a knight from long ago, offers his service to Will in the Dark Space. In many action areas ahead you will have the choice to play as Will or Freedan. Freedan is a great fighter.



Take the Red Jewel from the Treasure Chest.

Don't miss this Chest in the dark recesses of the prison.

This is the final Red Jewel to be found in the prison.

Having escaped the prison, Will must return to Edward's Castle and help Kara escape from her imprisonment. In story segments of the game, you won't fight, but sometimes you'll explore areas and solve puzzles.

Kara's Escape

Luckily, Old Snorehead is living up to his name so you and Kara can sneak by and escape from her room. Don't forget to raid the roast in the basement.

Return to South Cape

After the castle, you'll find yourself in Will's house. The place is a mess. It's been turned over by the notorious Black Jackal. Your grandparents are gone. Lilly of the Itory appears at this time.

Lilly takes you to her home, the invisible village of the Itory people, home to Will's late mom. You'll set off on your second adventure in the Incan Ruins from here. You'll also find another Red Jewel.

Running Dash

In Itory Village, you'll learn a new skill. By running like mad down a slope, you can soar across wide chasms. Not only is it fun, it allows you to reach new areas.

Incan Statue A

Jump over the chasm and talk to the spirit in the flowers. He'll tell you how to get the first Incan Statue. In the cave below, use the Psycho Dash to open the back wall.

Look in the log pile in Itory Village for a jewel.

The Flower Spirit lets you to see the Moon Tribe so have only guide you there. The Shadows on the mountain top reveal more about the comet and they tell you how to get the second Incan Statue

Voice of Shadows

The Shadows tell a story of the Chaos Comet, how it is the remnant of an ancient, terrible battle. They also tell of how the comet's light has mutated their people

Incan Statue B

Go into the cave beneath the Moon Tribe's plateau and fight the warped creatures for the second Incan Statue. You'll have only 20 seconds to destroy the enemies.

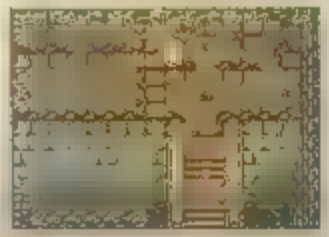
The lost civilization of the Incas holds the first Mystic Statue and the path to the fabled ship of gold. Will must place the statues in the proper positions on the cliff then battle the guardian of the ruins

Diamond Block

The Diamond Block fits into the Diamond-Hole near the pit of spikes. Battle through to the Treasure Chest to win the Block, then return and set it in the Hole to open a new route

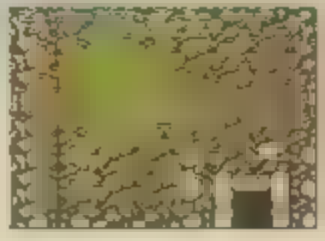
The Psycho Dash

Use Will's power of the Psycho Dash to destroy the statues. Fighting these obstructions won't get you anywhere. The Dash lets you pass on to the Treasure Chest



The Secret Leap

Out on the cliffside, look for a gap in the ring of stones. You can jump down to another terrace and enter the cave. More caves and ruins are now open for exploration.



Freedan's Reach

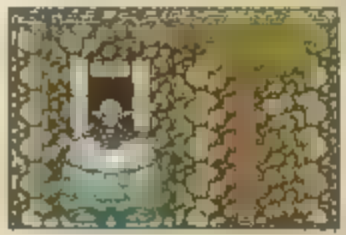
Return to this room when you have found the Dark Space and transformed Will into Freedan. With Freedan's longer attack reach, you'll be able to destroy the statue in the square of blocks.

Four Gold Plates

The secret of the four gold plates lies in the four gold statues. Will can twirl his flute and move the statues. Position three of them on the plates while Will stands on the fourth. A door will open.

Wind Melody

As Freedan, you'll find a doorway out onto the top of a giant statue. Standing there, you'll learn the Melody of the Wind, which is used later by Will.

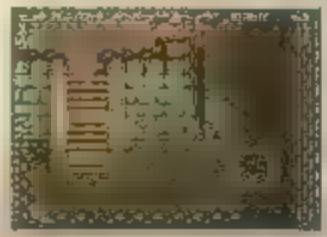


Switched On

The four enemies exist in statue form when you first enter. You must bring them to life by hitting the switch; then you can defeat them and move on.

Will Returns

In order to solve the mystery of the gold floored room, transform back into Will. You'll need him to blow the flute, which in turn will open a new door.



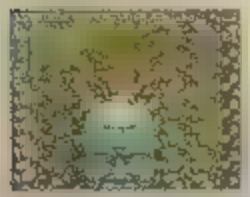
Open this Treasure Chest to get a Red Jewel

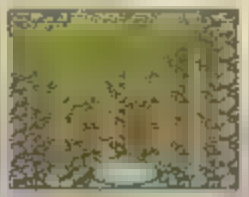
The Flashing Tile

Blow the Melody of the Wind at the top of the stairs to activate the floor tiles. Stand on the flashing tile until a door opens in the wall. Be patient!

Set the Statues

Place Incan Statues A and B in the slots atop the cliff heads. Proceed to the three pillars. When the wind picks up, you will be blown to a new terrace and the entrance to the guardian's lair.





CASTOTH

Your critical target is the guardian's claw like hands. Defeat them both while dodging his shots. The safest place is on the back ledge.

At first strike the hands repeatedly.

Having gloriously destroyed your foe it's time to jump down the hole which will land you on the Incan Ship of Souls.

Watch out for the head beams. Dodge them as best you can.

THE GOLD SHIP

The ancient fable of the lost ship of gold turns out to be true. Will not only finds himself on board, but the Incans there seem to think he's their king.

The Queen & the Statue

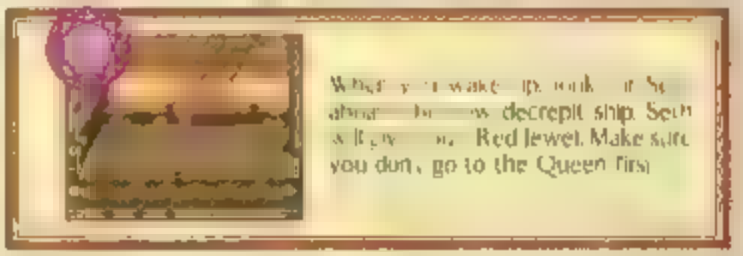
Find the Incan Queen on her throne below deck. She'll tell you where you can find the Mystic Statue in the hold of the ship. Go downstairs and fetch the statue, then return topside. Speak to the entire crew.

The Crow's Nest

The ship won't set sail on it's long-delayed journey until you are in the Crow's Nest atop the mast. From here, you'll watch the ship emerge into light.

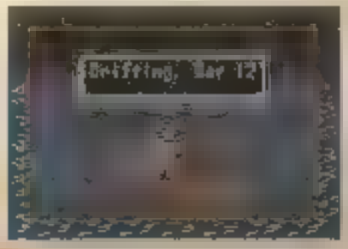
The Dream

You've had a long day and it's time to get some rest. Crawl onto the platform and sleep takes hold. Your mom appears with portents of the comet.



Journey by Raft

When Kara takes the ring, it is the beginning of the end. You are shipwrecked and cast adrift for weeks on the open sea. There's not much to do here but follow the story and eat fish.



At long last your raft is cast up on a distant shore, but Will's health is failing. In the long month at sea, he has contracted scurvy. Next time, bring some orange juice.

Look in the jar outside the house to collect a jewel.

The lovely town of Freejia was named after a sweet smelling flower, but there is decay at the roots of this town. Here, Kara and Will begin a new adventure.

Make sure [illegible] your jewels will Gem and get the appropriate upgrades.

[illegible] Space.

The Hiding Laborer

Take the dead end alley, then go up the backside of the hotel to find where the runaway laborer is hiding. Be a skunk and turn the poor guy in.

Break In

The voice in the house in the northeast corner of town belongs to a coward. Break in his door and rescue your friend. Now you can go to the mines.

On the second floor of the Freejia inn is Jewel #12.

A man on the other side of a flower bed gives you a Jewel.

[illegible] a jewel from a slave trader in Freejia.

Diamond Mine

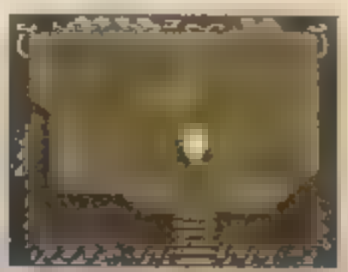
It's time to do the right thing and save the laborers in the Diamond Mine. You'll have to fight and search for keys, plus figure out several puzzles.

A Locked Elevator

There's no way to open the elevator to the lower levels of the mine without the key, which lies much deeper in the mine. Follow the clues on these two pages.

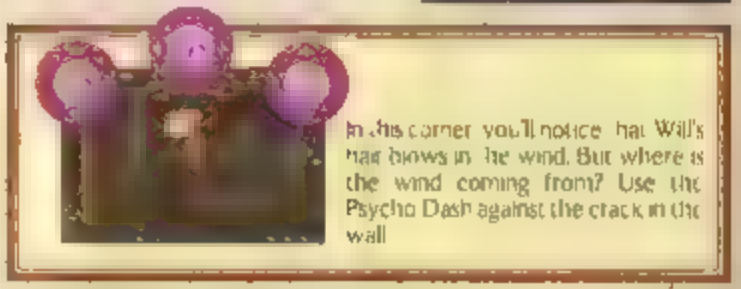
Save the Laborers

You are the only hope for these poor souls. When you reach them, hack through their chains and they'll thank you with news and useful items, like keys.



Four Switches

Hit the four switches on the cross-shaped platform to open the door in the middle. The lower level contains the biggest secrets of all.



In this corner you'll notice that Will's hair blows in the wind. But where is the wind coming from? Use the Psycho Dash against the crack in the wall.

Double Dark Spaces

At the end of the passage is a Dark Space without Freedan, the only one who can defeat the last enemy in the main room. Use the Psycho Dash at the back wall to discover a second room and a Dark Space with Freedan.

You'll need to use the Psycho Dash at the back wall to break through into the second chamber.

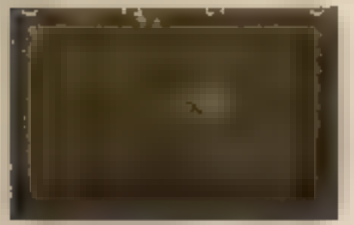
In the second room, you'll find the Dark Friar Power-Up that lets you shoot fire from Freedan's sword.

The Fence

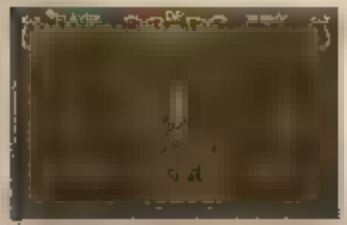
To defeat the enemy on the upper edge you need Freedan and his shot power. With the fence removed you can now get the Elevator Key.

Keys to the Mine

Take the elevator to the cemetery. Here you'll find skeletons everywhere and a shiny key. In another room you'll get the Memory Melody to help Lance.



Look for a tiny shiny key on the floor. Get keys [illegible]



Use the keys to open the doors. Sam's Memory Melody helps Lance.

[illegible]

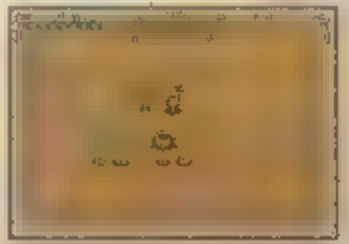
After stopping in Freera to restore Lance's memory with the Memory melody, move on to Neil's House. Wise cousin Neil lives near the Nazca Desert. He's an inventor, and he will join the party.

Ahead of his Time

Neil has invented some incredible stuff, including an airplane, telescope, and other cool tools. When you're at his house, check it out. Some of the machines are used later.

[illegible]

Talk to everyone and wander to every corner in the desert. In one corner you'll find the Moon Tribe. Now you can move on to the Sky Garden.



THE SKY GARDEN

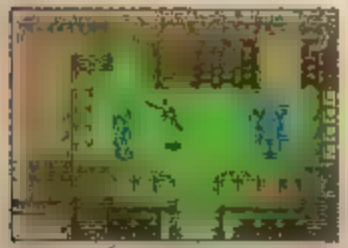
Above the Nazca Plain floats a garden of creatures warped by the comet's light. Your goal is to find the four Crystal Balls and use them to create a bridge to the guardian. The puzzles will turn you upside down.

Topsy Turvy

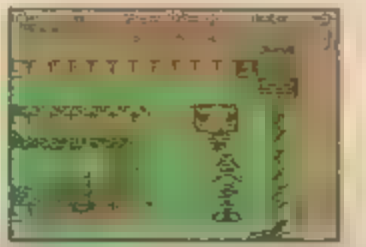
The Sky Garden of the Moon Tribe has a hidden side. If Will steps off a facing edge he'll flip around and land on the backside. He'll find a whole new area to explore.

First Crystal Ball

Go to each of the four Crystal Ball areas starting with the upper right area and proceeding clockwise. You shouldn't have any trouble here. Just hit everything!



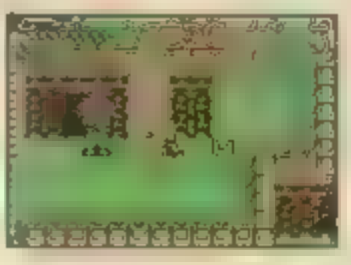
None of the enemies should present a problem in this area.



Visit both sides of the garden and get the Crystal Ball.

A Secret Door

The guardian statue comes alive. Fight off its flying sword then stand back. The statue will move aside, revealing a door to a Dark Space.



Second Crystal Ball

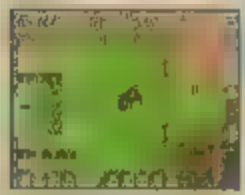
The trick in this area is the jumping. You'll have to charge down the ramp and leap over to the right side. Use Freedan on the backside to strike foes across the blocks.

Be sure to pick up Red Jewel #18 in the Chest.

This Treasure Chest holds another Red Jewel.

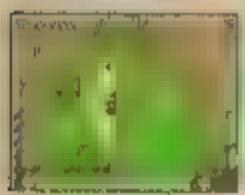
More Switch Hitting

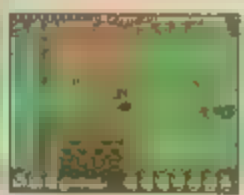
Use Freedan to hit the switch on the backside from a distance so you don't get trapped. Then go back to the front side where you can reach the Dark Space.



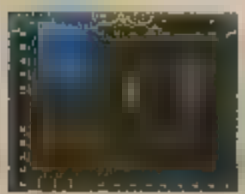
Crystal Ball Three

In this area you'll have to use the switches on both sides to remove blocks. You'll also use Will and his special abilities in several instances described below.

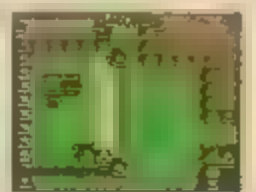

You'll need a running start to get up to the Crystal Ball Chest.


The block in the middle can be lowered from a switch on the backside.

Use Will's [illegible] to [illegible]

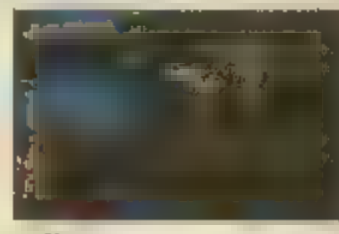

Will's [illegible] will move [illegible] onto the switch.

Now Will can run across the open space without hitting the block.


After all that [illegible] Treasure Chest!

Statue on the Switch

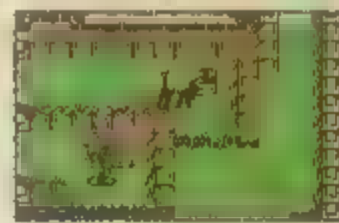
In this area you'll have to spin your flute to move the statue in the blocked off area onto the floor switch. A new passage will open up if you succeed.

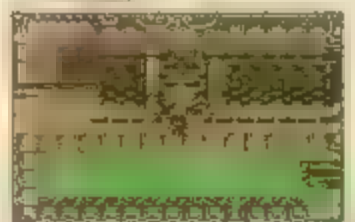


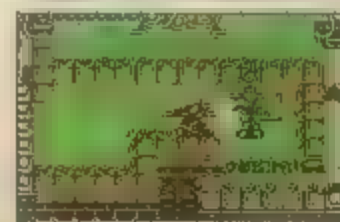
The Final Crystal Ball

This final area of the Sky Garden contains a series of rush jumps and an almost maze like layout. Follow the caption directions to find the Crystal Ball.

A [illegible]

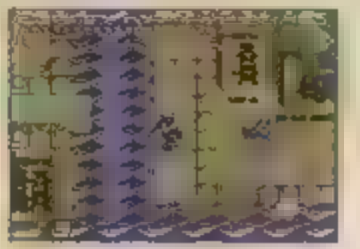

Although [illegible]


Flip to the backside and make your way to the lower left to flip back.


The lower jump takes you to the Crystal Ball.

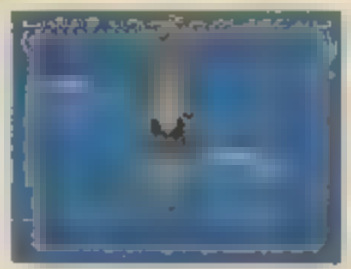
Set The Crystals

Look for the four holes around the center of the garden Place each Crystal Ball in one of the holes and suddenly a bridge appears that leads to the final area



Save Now

Make use of the Dark Space at the upper left corner before crossing the bridge The bridge disintegrates as you cross it. Beyond the bridge waits Viper, so go in powered up.

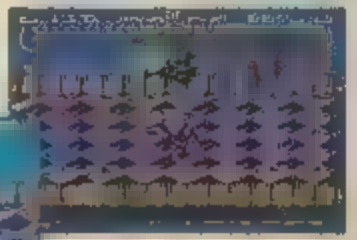


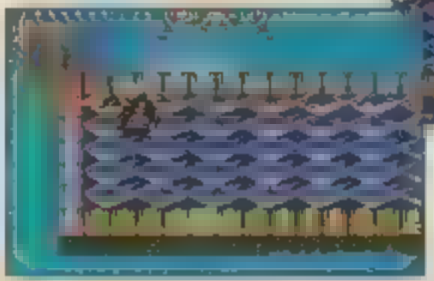
Saving Strategies

Master each area completely so that you can pass through it without using Herbs. Once you've mastered the area, save it. In this way, you can save the Herbs for the tough times ahead

VIPER

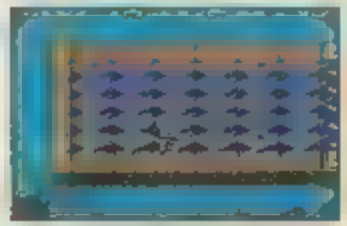
Viper, a giant eagle god, holds the second Mystic Statue at his narrow aerie above the Sky Garden. Dodge his feathers and hit him when he swoops in. He's not as mean as he looks





Viper swoops forward feeding with outstretched talons. The feathers are very dangerous

Freedan fights back with his mighty sword Attack quickly and repeatedly



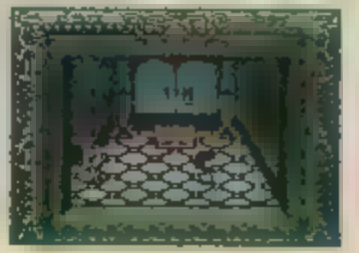
After the fight, Will falls from the platform. Luckily, Neil and his airplane are on hand

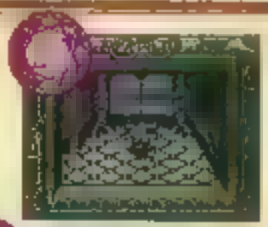
SEASIDE PALACE

The journey takes you to the Seaside Palace where a rumor of vampires haunts the halls. Your first task is to purify the well. Then, after talking to people, hunt down the vampires in Mu.

Kara Fading

Kara appears in one of the Palace's rooms, but she is not herself. She appears faded, almost transparent. Find the Purification Stone and put it in the well.





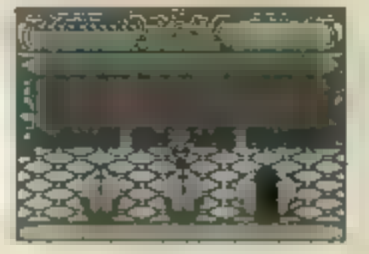
Look for his jewel in a Treasure Chest in the Seaside Palace.

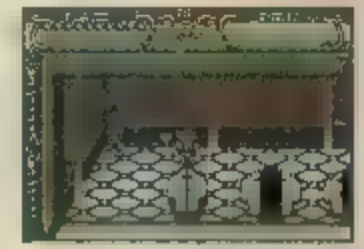
Make sure you go everywhere in the Palace during the three days.

These three Red Jewels are relatively easy to find.

The Purification Stone

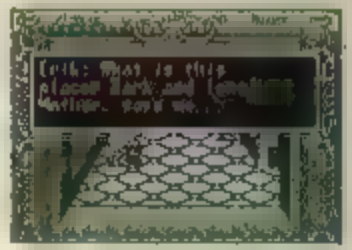
Lilly has been travelling in Will's pocket, but she can fly into the small openings in the coffins to report on their contents. In this way, you'll be able to find the Purification Stone.





More Faded Friends

In the lower reaches of the Palace, you'll find more of your companions suffering from the same, strange effects. Take the Stone to the lowest basement.

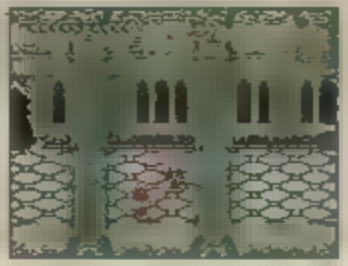


The Fountain

Now that you've found the fountain, select the Purification Stone and throw it in the water. The effects aren't dramatic, but you can now learn much more.

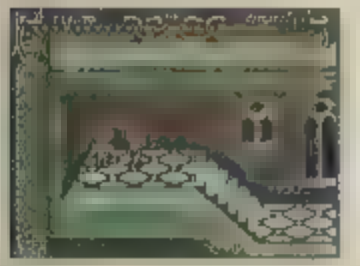
The Victims Speak

Unbelievable, but true! These poor saps were sold by the laborer traders to the vampires as a living blood bank. They'll tell you that the vampire pair can be found in Mu.



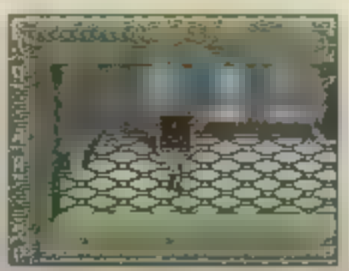
The Key to Mu

Talk to this person in order to obtain the key to the doorway upstairs in the Palace. With the key, you can unlock the path to the lost realm of Mu.



The Long Save

Mu may be the biggest challenge in the game, at least so far. Early on, return to the Dark Space in the Seaside Palace to power up Will when necessary.



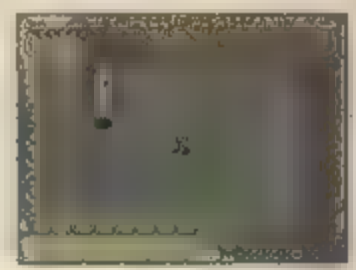
FILL OF MU

Suddenly the enemies fight harder and the mazes are tougher. The puzzling statues stare at lost secrets. You'll learn the Psycho Slide, find the two Statues of Rama and eventually face two powerful vampires.

Enemy Alert

What's going on with these monsters? They seem considerably tougher than those in the Sky Garden. The same thing happens at Angkor Wat. For now, do your best and hunt down the Dark Spaces.

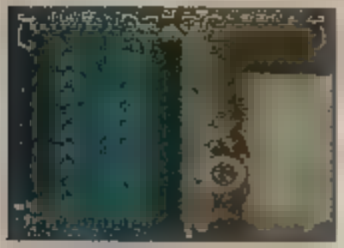
The mysterious statues are giving you a clue in the way they look.



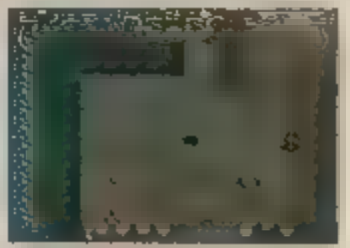
The Phantom wizards appear and vanish at random while firing shots.

Propulsion Rings

The flashing rings can be a hindrance as well as a help. Move them by hitting them or using Will's telekinetic power. Bounce off them and run to go up hills.



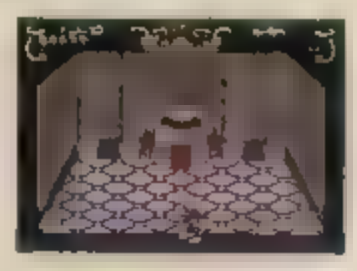
Hit the ring away or draw it toward you using Will's power.



For a boost, activate your run right after bouncing off the ring.

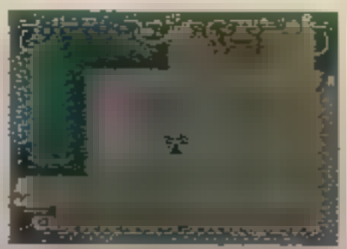
Room of Hope

When you first pop inside this chamber there isn't anything you can do. Come back once you've collected the Statue of Hope. There are two statues and two rooms.



Statues of Hope

Look for two locations where stone heads are set at 90 degrees. Follow the line of their gaze, stand in that spot and push the A Button, as if talking. You'll find the Statues.

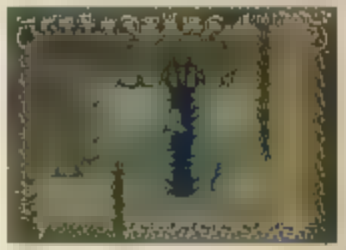


Using the Statues

Return to the Rooms of Hope once you have the statues. Ascend the altar, select the Statue of Hope and use it. The water will drop one level.

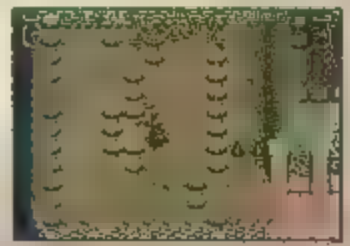
Bouncing Up

Bounce off the flashing ring at the bottom of the incline and quickly push the Control Pad Up twice to activate Will's or Freedan's run. You'll race all the way up the slope.



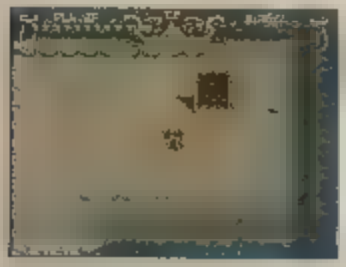
Speed Spikes

There are several areas of spikes that pop out of holes. In this case, the switch will lower the spikes for a few seconds. Hit the switch then run up and run down to clear the spikes.



The Psycho Slider

In Mu and later areas you'll have to slide through low openings in walls. Only W I can use the move. He can also attack enemies while Psycho Sliding.



Go awards you with the Psycho Slider in the Dark Space

Run towards the hole, then push the Attack Button to Slide

Statue of Hope #2

As before, look for two stone heads and where their gazes meet. In this case, it is on the narrow ledge below one head and to the right of the other.

Beware of Vampires!!

The vampire pair can be brutal, so save your Herbs for the fight at the end.

Rama Statue #1

Look for this area west of the Dark Space where you received the Psycho Slider. Here you'll find the first Rama Statue, which is a key to reaching the end of Mu.

Rama Statue #2

The second Rama Statue can be found in a cul-de-sac north of the Dark Space. With both statues in hand, you can proceed to the final area, and the battle against the vampires.

Placing the Rama Statues

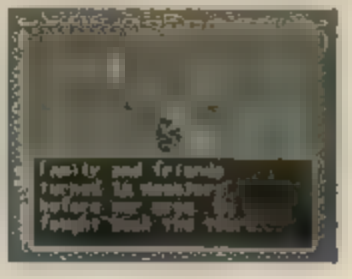
Southeast of the Dark Space, in the lowest level of Mu, you'll find a room with two altars. Place your statues here. You'll be transported to the Mu Burial Ground.

Inside Rama's room, place the statues on the altar and sit back.

Talk to Rama and the spirits in this area.

Mu Burial Grounds

Go to the back of the room and talk to Rama, then visit all the spirits. After that, return to Rama and talk to him again. He'll open the passage to the vampires.



Mystic Statues

Rama gives you the Mystic Statue in this area, but don't let that fool you. The real fight is just ahead. After receiving the statue, you'll have to face the two vampires.

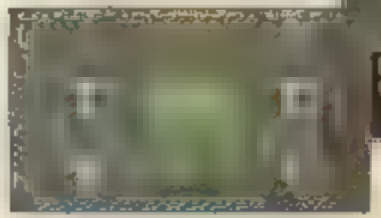
VAMPIRES

Jack and Silvana, the two vampires that have devastated Mu and the Seaside Palace, greet you with fast, coordinated attacks. Make sure you fight them as Freedan. Keep moving and avoid the combination attack at all costs.

Concentrate on one [illegible] time. Stay near intersections so you can dodge.

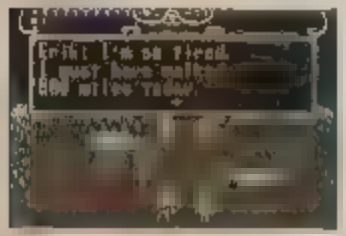
[illegible]

[illegible] the bomb must be defused, but cutting either wire will do the job.



[illegible] around corners and [illegible] Freedan's Dark [illegible] shots.

After your gallant defeat of the Vampires Will and company hike under the Great Ocean in a tunnel made by the people of Mu. Although you must eat mushrooms to survive, there is no real danger.



Will [illegible] as usual.

Expect a visit from Spirit when you're in fishy form.

Angel Village

The ancestors of the ancient Mu-ans now live under ground in Angel Village where they must hide from the sunshine. Expect Kara to cause trouble.

Ishtar's Door

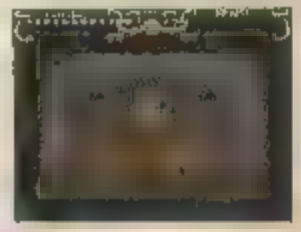
One of the natives guards the door to the deep passage where Ishtar the painter works in solitude. You will be warned of the dangers beyond the door, but you must go on.

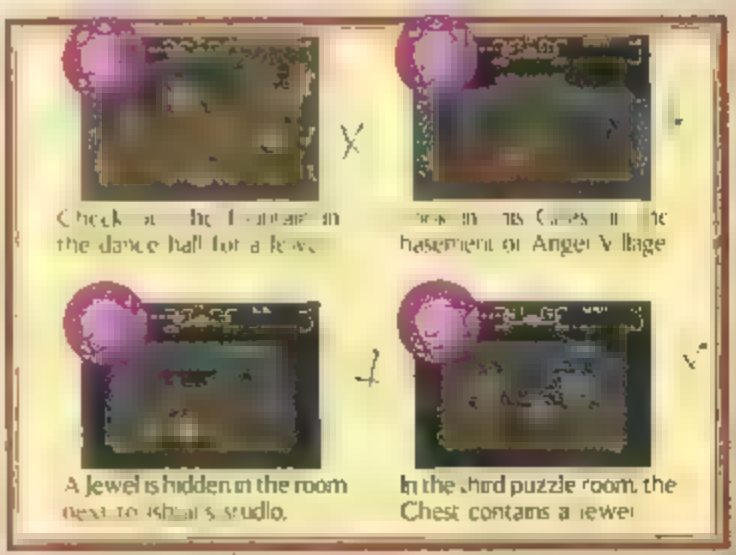
Tunnel of Winds

Listen to the advice of one native. She says that the flames bend toward the exit. Also look for wind and listen for a waterfall. Use the Psycho Slider when necessary.

Kara is Nicely Framed

You must solve four puzzles to earn the Magic Dust that restores Kara to three dimensions. Look for the color of jars, changing chest contents and wind in Will's hair.

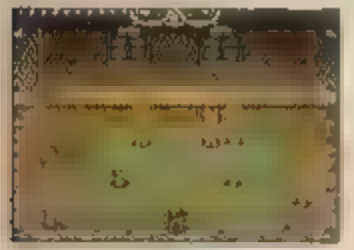




It seems that every peaceful town has a hidden side. In Watermia, the shadow is cast by a deadly gambling game. Will must also travel to the Great Wall of China then return to Watermia.

Kruks Aren't for Sale

There's no way Will can buy a Kruk to cross the desert. He'll have to win at Russian Glass to obtain the animals. Remember, the right glass isn't right!



[illegible] here, but on a separate raft.

After returning from the Will the leaf takes you to the game.

Lance's Reunion

Lance discovers his mad dad in Watermia. Will comes upon them in the hut next to the one where the group is staying. Talk to Lance, Lance's dad, then Lance again before leaving.

Lance & Lilly

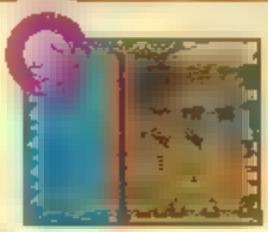
Lance and Lilly vanish after the party. Maybe true love is just as unpredictable in video games as it is in real life. It's Will's job to get these two crazy kids back together.

Lance Leaves A Letter

So Lance's gone and nothing's happening in Watermia. Check your inventory and you'll see Lance's letter. Having done that, you can go on to the Great Wall.

Notice that there is a letter added to your inventory. Read it.

The Great Wall of China is now a destination on your travel map.



This [illegible] in a jar can be found [illegible] side of Watermia.

Look in the jars in the gambling house to find a Jewel.

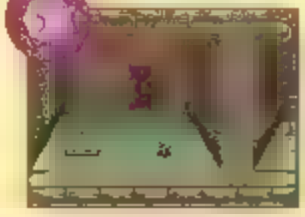
Following Lance to the Great Wall, Will tracks his friend by picking up shiny pieces of the necklace that Lance dropped. You'll earn the Psycho Spin and battle the fierce Sand Fanger for the fourth Mystic Statue.

Spin and Jump

With the Psycho Spin, Will can hurl himself up ramps and make long leaps. You can also use this spinning action to attack enemies.

Jump down from the ledge here to reach the Dark Space below.

You'll cruise over slopes to reach new areas of the Wall.

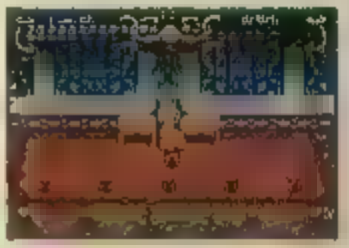


Don't pass up this Treasure Chest in the Great Wall. There's a Jewel inside.

The center of the notorious laborer trade is located here in Euro. Incidentally, so is the Rolek company and Neil's parents, who own Rolek. To find the connection, Will needs the Teapot on Mr. Kress.

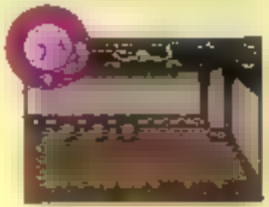
The Statue in the Shrine

Will finds a statue in the Shrine down the alley. It will move aside to reveal a hidden room. Inside the room you'll find chained laborers. Hear their terrible tales.



In the dead end alley near Rofsky's, you'll find a Jewel.

A girl named Ann exchanges a Jewel in return for Apples.



Examine the barrel in the Shrine. A Jewel is there.

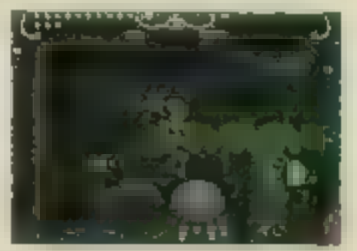
Return to Watermia from Euro to receive Lance's Jewel.

Mt. Kress

Will's search for truth leads to the mushroom forest of Mt. Kress. You'll win the Aura Barrier for Freedan, but you must also navigate the confusing maze. Cartographers will succeed while others are lost.

Mending the Vine

Magic Mushroom Drops will cause broken vines to grow together. Will should find three such Mushroom Drops on his way to the Teapot. One Drop mends one broken vine.



Vine Jumping

Use the curving ends of vines to leap over to new areas. Run down the vine and you'll fly off the end, landing safely far away. The ramp vines add to the complexity of this maze.

Only one Red Jewel is in a Treasure Chest on Mt. Kress.

Angkor Wat

Deep in the jungle near the Natives' Village is the mysterious ruins of Angkor Wat. Expect some of the toughest fighting yet from the bizarre inhabitants. Find the skeletons in the courtyard for tips and aid.

DAO

In the desert town of Dao, you'll receive a useful gift from your grandparents. You can also play a snake game, talk up a storm and prepare for the Pyramid. You're nearing the end now, so check out everything.

Olman's Journal

Will receives a package from Bill and Lola containing his father's journal. In the notes he finds a partial translation of ancient Egyptian hieroglyphics, which will prove invaluable.

Look in the bushes at the right side of Dao for the Jewel.

You can win two Red Jewels at the Snake-panic game.

Hit as many snakes as you can in a minute to win.

THE PYRAMID

Most of the Pyramid lies deep underground. To reach those chambers, you must transform into Shadow. The puzzle of the Pyramid is in six pieces. Put them together, then face the Black Jackal and the Mummy.

Liquid Shadow

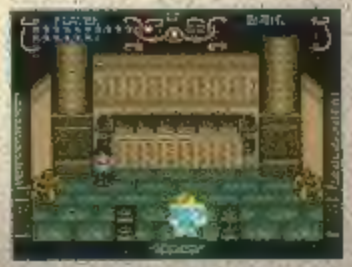
Select the Aura Ball to turn Shadow into a puddle of liquid to seep through cracks and reach hidden areas. He can also use it for defense in the Tower of Babel.

You'll first meet Shadow in the Dark Space in the upper Pyramid.

Turn into liquid and seep down to where the real action is.

Six Hieroglyphic Tiles

Each of the six doors leads to a hieroglyphic tile that is used in the Pyramid's top chamber. Place them in the slots in the same order that they appear in Olman's Journal.



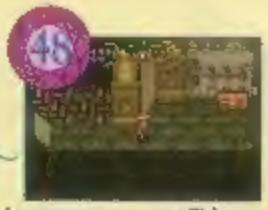
Meet the Mummy Queen

As Freedan, attack the Mummy from the upper ledge and jump down when the ghosts expand outward. Continue in a circuit of attacking, jumping and dodging. Use Dark Friar shots.

Explore the Pyramid carefully to find this Jewel.

Always try Shadow's liquid to find rooms below.

Walk through empty mummy slots.



In some areas, you'll have to use Will to reach the Jewels.

Look for invisible enemies on the way to some Jewels.

TOWER OF BABEL

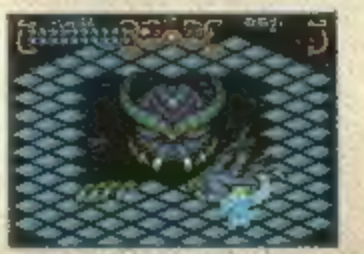
At long last Will has returned to the enigmatic Tower of Babel where his father's expedition was lost. The battles ahead will truly test your will. Herein lie all the answers to your questions.

Air Neil

Time is short and the Chaos Comet is approaching. Luckily, Neil shows up in his airplane to take you from the Pyramid to the Tower of Babel where you drop in unannounced.

One More Time

You'll have to face all the guardians one more time. You'll use Shadow, and you won't be able to save or heal up between many of the fights.



Use the same techniques as when you first fought these foes.

Use Herbs only after losing to obtain the maximum benefit.

Journey's End

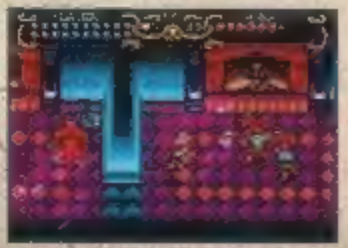
If you survive the brutal gauntlet of guardian attacks, you'll actually meet your destiny at the comet itself. But what awaits you there cannot be foretold. You must see it for yourself.

The final Red Jewel is hidden in the altar at the Tower.

Visit Gem

Gem the Jeweler can take you to a secret area if you have collected all 50 of the Red Jewels in the game. He'll also reveal his surprising history.

Meet Gem in the alley at Dao and ask him to share his secret.



One hidden stage remains for Will to explore.

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